

FIG. 2

- 300 243046

GENERATE CONTENT IMAGE
BASED ON DESIRED
VIDEO FRAMES

ASSIGN KEYS TO
POSITIONS IN CONTENT
IMAGE

301

CONTROL CAMERA POSITION
IN RESPONSE TO
KEYS AND GENERATE
VIDEO FRAMES

302

STORE KEYS WITH
GENERATED VIDEO
FRAMES

303

COMPILE VIDEO FRAMES
FOR ACCESSING
IN RESPONSE TO
KEYS

304

PROVIDE USER INPUT
DEVICE FOR SELECTING
VIDEO FRAME IN
RESPONSE TO
POSITION ON CONTENT
IMAGE

305

FIG 3

~~000957~~
~~1040489~~

STORE
GENERATE VIDEO FRAMES

~ 400 ~~146400~~

243046

ASSIGN KEY TO EACH
VIDEO FRAME

~ 401

GENERATE CONTENT IMAGE
BASED ON KEYS

~ 402

COMPILE VIDEO FRAMES
FOR
ADDRESSING IN RESPONSE
TO KEY

~ 403

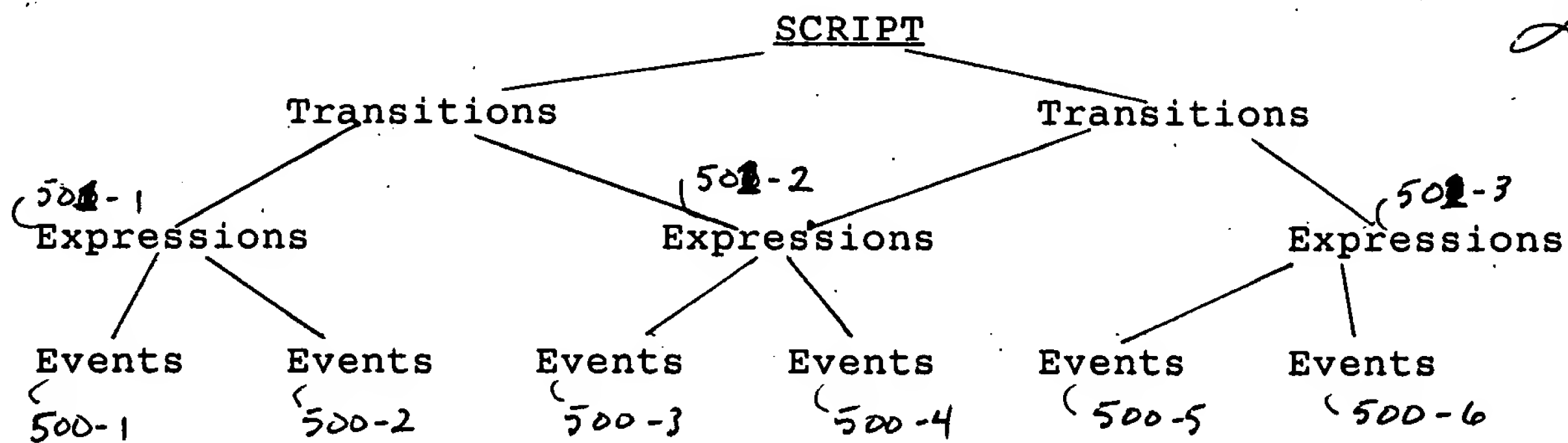
PROVIDE USER INPUT
DEVICE FOR SELECTING
VIDEO FRAME IN
RESPONSE TO
POSITION ON CONTENT
IMAGE

~ 404

FIG. 4

~~000727~~
~~146400~~
243046

FIGURE 5



ADIN 7914 MAH

000927
1640489
176400
243046

FIGURE 6

Content Image With Graphic Space

Cm---(****)-----Cm#7-----Cm7-----F9
Are we really happy with this lonely game we play?....

Cm-----A--b7--G7----Cm-----Cm#7
Looking for words to say...searching but not finding

-----Cm7-----F9
understanding anyway..